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JOE BLADE II

PLAYERS

JOE BLADE IS BACK MORE MUSCLE MORE ACTION!

The year's 1995 the streets are filled with punks, thugs and muggers!
Only one man can clean up this city
That man is JOE BLADE

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JOE BLADE II

PLAYERS

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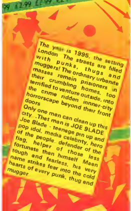


The year is 1995, the setting London. The streets are filled with punks, thugs and muggers! The ordinary urbanite masses remain prisoners in their crumbling homes, too terrified to venture outside, into the crime ridden inner-city horrorscape beyond their front doors.

Only one man can clean up this city. That man is JOE BLADE - teenage pin up and pop idol, media celebrity, hero of the people, defender of the flag, helper of those less fortunate than himself. Mean tough and fearless, his very name strikes fear into the cold hearts of every punk, thug and mugger.

JOE BLADE ATARI XE/XL
LOADING INSTRUCTIONS

Press play on tape recorder. Remove all cartridges. Hold down option and start keys. Switch on computer and press return key on computer.

THE STORY

The year is 1995 the setting London. The streets are crawling with punks, thugs and muggers! The ordinary urbanite masses remain prisoners in their crumbling homes, too terrified to venture outside, into the crime ridden inner-city horrorscape beyond their front doors.

Only one man can clean up this city... That man is JOE BLADE

Joe Blade - teenage pin up and pop idol, media celebrity, hero of the people, defender of the flag, helper to those less fortunate than himself. Mean tough and fearless, his very name strikes fear into the cold hearts of every punk, thug and mugger.

THE MISSION

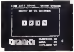
You are Joe Blade... Using only your skills of hand to hand combat you must clean up the city.

The punks wear armour to protect themselves from each other, so in order to kill a punk you must kick him in the head, this is achieved by jumping over him (not too easy as the punks like jumping too). You do not have to kill all the punks, once you have killed about 60 the remaining punks will get the message, and repent of their evil deeds, and become decent law abiding citizens.

Not only must you kill your daily quota of punks, you must also rescue sixteen citizens who have foolishly ventured onto the streets. To rescue a citizen you must walk into him, then solve one of four subgames.

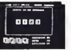
Subgame one

You must complete the sequence 1,2,3,4 by pressing FIRE when the correct number appears. Be careful you can not select a number when it is fading out.



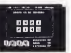
Subgame two

As with subgame one you must complete the sequence 1,2,3,4 however this time by swapping numbers, press FIRE when the desired pair of numbers are flashing



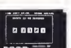
Subgame three

In this subgame you are presented with two sets of jumbled numbers. You only have to complete one 1,2,3,4 sequence, either top or bottom, by swapping numbers between the two. When the desired pair of number icons are flashing press FIRE



Subgame four

In subgame four you are presented with an ever changing number icon and four jumbled numbers, the object of this sequence is to swap the changing number with the flashing number to form the sequence 1,2,3,4. When the desired pair of number icons are flashing press FIRE.



Scattered around the city you may find items such as bins and clocks which will help you in your mission.